

LoveCupid™

Players: 1-2 (2 Recommended)

Become a cupid and help couples fall in love.
A heart-sniping shooting game.



Bow and Arrow Angel (1P)

From this position, fire arrows and try to shoot down the hearts.

The Love Scale (Affection Level)

Displays the couple's affection.



Hearts

Shoot these down with the bow.

Obstruction Characters

These characters will contaminate the hearts.

Love Receiver Angel (2P)

Move to a position where you can receive the hearts.

Player 1 (1P) Controls

Move the analog stick	Draw back bow (Can be changed)
Release the analog stick	Fire arrow

Player 2 (2P) Controls

Ⓒ button	Move right
Ⓓ button	Move left

• Love Cupid™ Rules

- 1P controls the angel with the bow, and 2P controls the angel who receives love.
- Shoot the hearts, then collect the hearts to increase the couple's affection.
- 1P shoots down the floating hearts with their bow, dropping them to the ground.
- 2P runs to catch the falling hearts and carries them to the scales.
- Once the couple's affection reaches MAX, the game is cleared.

• Advice for fostering love

Obstruction characters will contaminate nearby hearts and drop them. If 2P touches those hearts he will be unable to move for a while.

Be sure to shoot down the hearts before they can be contaminated.



Obstruction Characters



Contaminated Hearts

• Carry lots of hearts for a combo

The more hearts you gather and place on the scales at once, the greater a bonus you will receive, increasing the couple's affection much more quickly. Even little hearts can add up to a whole lot of affection.



• Be careful not to spill hearts

If you try to move quickly while carrying lots of hearts, they will spill out of your arms. Be very careful when carrying lots of hearts.

• Information

This game uses the  button,  button and START button for confirmations.

Use the directional buttons and , ,  and  buttons to move the cursor.

Use the  button to confirm choices at the save, load, and HOME screens.

• About fonts

The typefaces included herein are partially developed by DynaComware.